SNS-G7-USA

# GP-1™

## INSTRUCTION BOOKLET

ATLUS

SUPER NINTENDO
ENTERTAINMENT SYSTEM

# GP-1™

Every motorcycle racer's dream is to win the World Grand Prix. The gut wrenching challenge and high speed excitement cannot be matched in any racing forum! Enjoy the feel of racing the greatest courses in the world against top notch racers, build up your bike with winnings and get the competitive edge that could make you the world champion!

**WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.**

ATLUS SOFTWARE, INC.
17145 VON KARMAN AVE., SUITE 110
IRVINE, CA 92714
TEL: (714) 263-0582
FAX: (714) 757-1250

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.

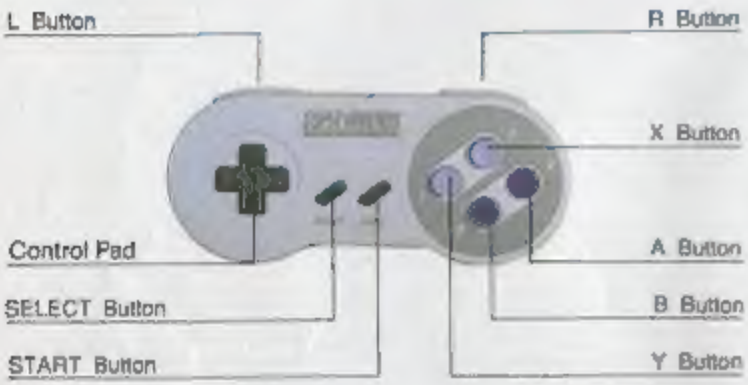
THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



# CONTENTS

INTRODUCTION ..... 2
USE OF THE CONTROLLER ..... 4
HOW TO START THE GAME ..... 5
MODE SELECT SCREEN - INSTRUCTIONS I ..... 6
SELECT SCREEN ..... 8
MODE SELECT SCREEN - INSTRUCTIONS II ..... 10
MODE SELECT SCREEN - INSTRUCTIONS III ..... 12
MACHINE SPEC DISPLAY ..... 14
MECHANIC DISPLAY ..... 15
COURSE INTRODUCTION ..... 16

## USE OF THE CONTROLLER




**Control Pad**..... Command selection as well as Machine control (Left/Right)
**SELECT Button**..... Not used in this game.
**START Button** ..... Press to begin the game or to pause during game play.
**A Button** ..... Press to carry out a command / Throttle
**B Button** ..... Press to cancel a command / Brake
**X / Y Button** ..... Not used in this game.
**L / R Button**..... In the Practice and 1P VS 2P Mode, if the game is paused and both the L/R Buttons are pressed simultaneously, you may retire the game.
(However, you may not retire while in the Grand Prix Preliminaries or the FINAL Race.)

• During Gear Selection if [6 Speed] is selected, then the Gear's Up/Down can be controlled by either the Control Pad or with the L & R Button.





## HOW TO START THE GAME

### ■Opening Demo

Insert your GP-1 game pak into your Super Nintendo Entertainment System and turn it on. The Specs of the 6 different bikes will be introduced.

### ■Title Screen

During the opening demo, press any button (excluding the L/R Buttons) to go to the Title Screen. Use the Control Pad (Up/Down) to select and the A Button to carry out the command. (B Button to cancel)

START...Press to go into the Mode Select Screen
OPTION...Press to go into the Option Screen

### OPTION

- **Sound** Select either Stereo or Mono
- **Music** Sample background music (BGM)
- **SE** Sample sound effects (SE)

## MODE SELECT SCREEN

Race in 12 different countries on 13 different courses and see if you have what it takes to become a World Champion!!!

**MODE SELECT SCREEN ▶**

**1** Select [GP RACE] and the [MACHINE SELECT] Screen will appear. Choose one of the 6 bikes and press the A Button.

**2** After selecting a bike, the [GEAR SELECT] Screen will be displayed, and you may choose between an [AUTOMATIC] or a [6 SPEED]. If you choose the [6 SPEED], you must now decide between the Control Pad or the L & R Buttons for your GEAR UP/DOWN buttons. Using the manual gears will give you more control but it is more difficult to master. Press A Button after deciding or B Button to cancel.

## INSTRUCTIONS I

**3** Next the [MECHANIC SELECT] Screen will appear and you must choose a mechanic. Each mechanic has his own specialties, so select one that will work well with your racing style.

**4** Lastly, the [RIDER ENTRY] Screen will appear. Here you will be able to confirm the bike and mechanic you have chosen and also the specs and the mechanics' specialties. Press B Button to return to the previous screen. Afterwards, use the cursor on the screen to enter the rider's name, up to six letters.

↵ ..... Enter

← ..... Delete

CLS ..... Clear

## SELECT SCREEN

### ■RACE

You will begin with the QUALIFIER RACE (Preliminary), where you will race against the clock for one lap. Your starting position in the FINAL RACE will depend on your time in the QUALIFIER. By scoring the best time you will be awarded the Pole Position (the best starting position), the slower your time the further back you will fall in the starting position order (16th position is the worst).

### ●FINAL

You will have 3 laps to battle it out with 16 racers, including yourself. If you come in contact with other machines, your control will become difficult and you may even fall off your bike. Points will be awarded according to your Goal ranking (order of finish) and your overall ranking will be calculating accordingly.

### ●RESULT

After each race, the results of that round will be displayed in ranking order.

### ●RANKING

The overall ranking or world ranking of all racers will be displayed.!

### ●WINNING PURSE

The amount of prize money you have acquired will be displayed. Your finishing order will determine the amount of winnings you will receive.

### ■PRACTICE

You may practice 3 laps on the course prior to the FINAL RACE. Press START to Pause the Practice, and press both the L & R Buttons simultaneously during Pause to retire.

### ■TUNE UP

With the prize money earned, you can buy better parts for your bike. Parts include: Front Suspension, Rear Suspension, Engine, and Frame. By building up your bike you will have better control and will not be knocked off as often.

## MODE SELECT SCREEN

In the Two Player mode, the screen will become a split-screen with Player 1 at the top of the screen, and Player 2 at the bottom.

### ■RACE

There will be three laps per race, first player to reach the Goal is the winner. However, if you hit or bump into the other players bike, control of your own bike will become difficult and there is a possibility that you may fall and wipe out.

After the end of the race, the Total Time and the Best Time for each player will be displayed.

### ■COURSE SELECT

You will be able to choose from 13 different challenging courses in 12 different countries. Use the Control Pad to select a course and enter with the A Button.

## INSTRUCTIONS II (1P VS 2P)

### ■MACHINE SELECT

Each player will be able to select a bike of their choice. Use the Control Pad to select a bike and press the A Button. Press B Button to cancel.

## MODE SELECT SCREEN

After selecting a bike, use this mode to practice on any course you like.

### ■PRACTICE

You will be allowed to take three practice laps, each lap time will appear in the upper right hand corner of the screen. Total time will appear on the bottom right of the screen. If you do not select a course or a bike, the computer will automatically select [JAPAN] as the course and the [MSR500] as your bike.

### ■COURSE SELECT

Select one of the 13 courses from the 12 different countries by moving the cursor with the Control Pad, then pressing the A Button.

## EXPLANATION III - FREE PRACTICE

### ■MACHINE SELECT

Select a bike from among the six different bikes available, choose your Gear preference and then press the A Button. Press B Button to cancel.

## MACHINE SPEC DISPLAY

**NSR500**

| | |
|---|---|
| Suspension | Normal |
| Engine | Good |
| Frame | Good |

**RGW500**

| | |
|---|---|
| Suspension | Normal |
| Engine | Normal |
| Frame | Good |

**RSV500**

| | |
|---|---|
| Suspension | Good |
| Engine | Normal |
| Frame | Normal |

**ZTR500**

| | |
|---|---|
| Suspension | Normal |
| Engine | Good |
| Frame | Good |

**RVG500**

| | |
|---|---|
| Suspension | Good |
| Engine | Normal |
| Frame | Good |

**CIGRVI**

| | |
|---|---|
| Suspension | Good |
| Engine | Normal |
| Frame | Good |



## MECHANIC DISPLAY

**Louis**

| | |
|---|---|
| Suspension | Excellent |
| Engine | Normal |
| Frame | Normal |

**Riley**

| | |
|---|---|
| Suspension | Normal |
| Engine | Normal |
| Frame | Excellent |

**Ingram**

| | |
|---|---|
| Suspension | Excellent |
| Engine | Normal |
| Frame | Normal |

**Hansen**

| | |
|---|---|
| Suspension | Good |
| Engine | Normal |
| Frame | Excellent |

**Quincy**

| | |
|---|---|
| Suspension | Normal |
| Engine | Excellent |
| Frame | Normal |

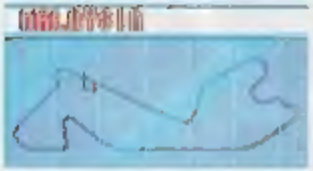
**Marley**

| | |
|---|---|
| Suspension | Excellent |
| Engine | Normal |
| Frame | Normal |

# COURSE INTRODUCTION

### Round 1 - Japan:
One of the foremost technical circuits, beware of the numerous twists and turns requiring delicate handling and excellent timing on shift changes.

### Round 2 - Australia:
This circuit requires smooth cornering of its many small turns.




### Round 3 - Malaysia:
By comparison, this is a relatively easy high speed circuit. You must use good racing strategy and positioning if you want to be successful on this course.

### Round 4 - Spain:
This course contains various turns. Watch out for the last turn.

### Round 5 - Italy:
There is a long straightaway in this circuit, so it will be a battle of speed.

### Round 6 - Europe:
This circuit also contains a long straightaway. However, there are areas where numerous small turns come one after the other, so make sure your bike is tuned up!

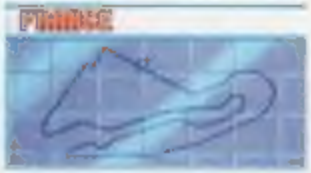
### Round 7 - Germany:
A oval shaped circuit that is fairly easy so your machine will need to be in top condition. Watch out for the last turn.

### Round 8 - Holland:
Here is another circuit where various technical turns exist. This circuit will be a test of your machine's overall ability.

## COURSE INTRODUCTION

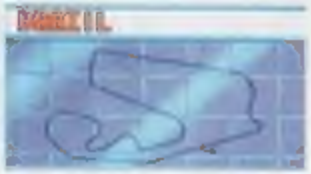
**Round 9 - Hungary:**
Watch out for the first and last turns on this circuit.

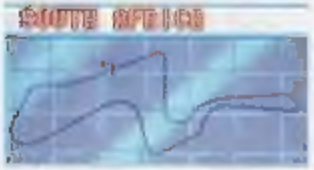
**Round 10 - France:**
A circuit with gentle curves one after another, try to time the hairpin turns. Quick reactions is a must!



**Round 11 - England:**
This is also a oval-shaped circuit, again you must use good racing strategy and positioning. Watch out for the last turn!

**Round 12 - Brazil:**
A really easy run. If you have the proper tune ups to your bike, your dream of becoming the World Champion should be within your reach. Be sure to cut corners and control the field so you won't be passed!





**Round 13 - South Africa:**
There are two hairpin turns, but if you have the proper tune ups and good timing, you should be able to take these turns at high speeds.





## WARRANTY INFORMATION

### 90 DAY LIMITED WARRANTY

ATLUS SOFTWARE, INC., warrants to the original purchaser of this Atlus Software product that this Game Pak is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Atlus Software product is sold "as is" without expressed or implied warranty of any kind, and Atlus Software is not liable for any losses or damages of any kind resulting from the use of this product. Atlus Software agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, the Atlus Software product. Send product postage paid, along with dated proof of purchase, to the address shown below.

This warranty shall not be applicable and shall be void if the defect in the Atlus Software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ATLUS SOFTWARE. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ATLUS SOFTWARE BE LIABLE FOR SPECIAL INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ATLUS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusion or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

**ATLUS SOFTWARE, INC.**
17145 Von Karman Avenue, Suite 110
Irvine, CA 92714
TEL (714) 263-0582

ATLUS SOFTWARE, INC.
17145 VON KARMAN AVE., SUITE 110
IRVINE, CA 92714
TEL: (714) 263-0582

PRINTED IN JAPAN